Amendments to the Claims:

This listing of claims replaces all prior versions and listings of claims in the application:

Listing of Claims:

1. (Currently Amended) A virtual encounter system comprising,

a mannequin having life-like features, the mannequin comprises:

a body;

a camera coupled to the body the camera for sending video signals over a communications network; and

a microphone coupled to the body, the microphone for sending audio signals over the communications network; and

a set of goggles including a display to render electrical signals representative of video received from the communications network and a transducer to transduce electrical signals representative of audio received from the communications network, the respective video and audio signals at least partially reflect the mannequin's surrounding views and sound in real-time.

2. (Previously Presented) The system of claim 1, wherein the mannequin is at a first location with the camera being a first camera and the microphone being a first microphone, the transducer being a first transducer, and the set of goggles being a first set of goggles, with the system further comprising:

a second mannequin in a second, different location, the second mannequin having life-like features, the mannequin comprises:

a body;

a second microphone to send the audio to the communications network to be received by the first transducer;

a second camera to send the video to the communications network to be received by the first set of goggles; and

a second set of goggles to receive the video signals from the first camera and a second transducer to receive the audio signals from the first microphone.

3. (Previously Presented) The system of claim 2, wherein the communications network comprises:

a first communication gateway in the first location; and

a second communication gateway in the second location, the second gateway connected to the first gateway via a network.

4. (Original) The system of claim 1, wherein the communications network comprises an interface having one or more channels for:

receiving the audio signals from the microphone;

receiving the video signals from the camera;

sending the audio signals to the set of goggles; and

sending the audio signals to the transducer.

5. (Original) The system of claim 1, wherein the body includes an eye socket and the camera is positioned in the eye socket.

6. (Original) The system of claim 1, wherein the body includes an ear canal and the microphone is positioned within the ear canal.

7. (Original) The system of claim 1, wherein the set of goggles comprises a receiver to receive the video signals.

8. (Original) The system of claim 1, wherein the mannequin comprises a transmitter to wirelessly send the audio signals and the video signals to the communications network.

9. (Currently Amended) A method of having a virtual encounter, comprising:

sending first audio signals over a communications network, the first audio signals being produced from a microphone coupled to a mannequin having life-like features;

sending first video signals over the communications network, the first video signals being produced from a camera coupled to the mannequin;

rendering second video signals received from the communications network using a display device embedded in a set of goggles; and

transducing second audio signals received from the communications network using a transducer embedded in the set of goggles, the second video and second audio signal at least partially reflect the mannequin's surrounding views and sound in real-time.

10. (Previously Presented) The method of claim 9, further comprising:

sending the second audio signals to the communications network from a second microphone coupled to the second mannequin, the second mannequin having life-like features;

sending the second video signals to the communications network from a second camera coupled to the second mannequin;

rendering the first video signals received from the communications network onto a monitor coupled to a second set of goggles; and

transducing the first audio signals received from the communications network using a second transducer embedded in the second set of goggles.

11. (Previously Presented) The method of claim 9 wherein the first and the second mannequins include an eye socket and the camera is positioned in the eye socket.

12. (Previously Presented) The method of claim 9, wherein the first and the second mannequins include an ear canal and further comprising positioning the microphone within the ear canal.

13. (Original) The method of claim 9, wherein the set of goggles comprises a receiver to receive the video signals.

14. (Previously Presented) The method of claim 9, wherein the first and the second mannequin further comprise a transmitter to wirelessly send the audio signals and the video signals to the communications network.

15. (Currently Amended) A virtual encounter system comprising:

a mannequin having life-like features, the mannequin having a human-like body supporting:

a camera for sending video signals over a communications network; and

a microphone for sending audio signals over the communications network; with the system further comprising:

a set of goggles housing a display device to render second video signals received from the communications network and a transducer device to transduce second electrical signals received from the communications network into audio, the respective video and audio signals at least partially reflect the mannequin's surrounding views and sound in real-time.

16. (Previously Presented) The system of claim 15 wherein the mannequin is at a first location with the camera being a first camera and the microphone being a first microphone and the set of goggles being a first set of goggles, and with the system further comprising:

a second mannequin in a second, different location, the second mannequin having a second microphone and a second camera to send the second signals representative of video and audio to the display device in the first set of goggles and the transducer device in the first set of goggles; and

a second set of goggles to receive the video signals from the first camera and a second transducer to receive the audio signals from the first microphone.

17. (Previously Presented) The system of claim 16, wherein the communications network comprises:

a first communication gateway in the first location; and

a second communication gateway in the second location,

the second gateway connected to the first gateway via the communications network and with the first gateway configured to couple to the firs camera and the first microphone on the first mannequin, and to the first display and the first transducer on the first set of goggles, and the second gateway configured to couple to the second camera and second microphone on the second mannequin and the second display and the second transducer of the second set of goggles.

18. (Previously Presented) The system of claim 15 wherein the body includes an eye socket and the camera is positioned in the eye socket.

19. (Previously Presented) The system of claim 15 wherein the body includes an ear canal and the microphone is positioned within the ear canal.

20. (Previously Presented) The system of claim 16 wherein the first and second bodies each include an eye socket to support each respective camera and an ear canal to support each respective microphone.